

THE ULTIMATE CARD AND MAGAZINE COLLECTION

£2.50 FORTNIGHTLY

DOCTOR WHO

4

BATTLES IN TIME

SLITHEEN
MEAN AND GREEN!



ISSUE 4 CONTENTS

- 04 Gameplay: Deck Doctor
- 06 Slitheen VS Dalek
- 08 Episode Three: The Unquiet Dead
- 09 Geith Invasion!
- 10 Slitheen Survival Guide
- 16 Comic Strip: The Macrobe Menace
- 20 Driving a Dalek
- 22 Brain Busters
- 24 Alien Life Forms

HOW TO ORDER...

SUBSCRIBE TODAY!

Never miss a single issue of *Doctor Who Battles in Time*! Have your magazine and cards delivered straight to your door with FREE postage and packing! See the order form in this issue, or visit our website at:

www.battlesintime.com

FROM YOUR NEWSAGENT

Your local newsagent will be happy to take your regular order. Sign up today!

BACK ISSUES

Complete your collection by ordering any missing issues. Each issue costs £2.50. Issue 1 is £1.50. Postage is free. Add an extra £1.00 postage and packing for issue 2. Write to: *Doctor Who Battles in Time*, Database Factory UK Ltd, Unit 4, Pulteney Business Park, Pulteney Way, Ringwood, Hants, BH24 1HQ. Make cheques payable to: *Doctor Who Battles in Time*

FOR ENQUIRIES & BACK ISSUES:

Phone: 0671 277 0067 (Calls cost 10p a minute, and a telephone subscription should only take an average of 2 minutes to complete)

Fax: 0670 742 4144 [Web: www.battlesintime.com](http://www.battlesintime.com)

OVERSEAS MARKETS BY SUBSCRIPTION

AUSTRALIA: Phone (03) 9572 4000, write to: *Doctor Who Battles in Time*, PO Box 5465, Nunawading, VIC 3131, visit www.battlesintime.com or e-mail battles@battlesintime.com.au

NEW ZEALAND: Phone (09) 305 2071, write to: *Doctor Who Battles in Time*, Private Bag 47-005, Ponsonby, Auckland, visit www.battlesintime.com or e-mail servicen@scdlink.co.nz

SOUTH AFRICA: Phone (011) 265 4306, write to: *Doctor Who Battles in Time*, Private Bag 8, Centurion, 0046 or e-mail service@scdlink.co.za

Back Issues are available from your newsagent in Australia, New Zealand and South Africa, or by contacting the numbers above.

With thanks to: Kate Beahenall, Steve Cole, Alan Craddock, Ian Gutchfield, Nicholas Pegg, John Ross, Edward Russell, Mike Tucker and The Mill

 Doctor Who logo © BBC 2004, TAROS image © BBC 1963. Dalek image © BBC/Terry Nation 1963. Cyberman © BBC 1963, 2005. K-9 image © BBC 1963. BBC logo™ & © BBC 1996. Licensed by BBC Worldwide Limited. K-9 word and device, Cyberman and Dalek are trade marks of the British Broadcasting Corporation and are used under licence. DOCTOR WHO, TAROS, CYBERMAN and DALEK and the DOCTOR WHO, TAROS, CYBERMAN and DALEK logos are trade marks of the British Broadcasting Corporation and are used under licence. Published by GFF Faber Ltd, 133 Long Acre, Covent Garden, London WC2E 9AW

GAMEPLAY HIGHEST

STEP 1

PLAYER 1



PLAYER 2



Remove bonus cards and make sure each player has the same number of cards – 10 each is a good number – it must be even.

One fight will be between the highest ratings and the other will be between the lowest ratings (categories don't matter). Each player selects two cards to battle and places them face down in the battle area.

PLAYER 1

HIGHEST



LOWEST



PLAYER 2

HIGHEST



LOWEST



& LOWEST



STEP 2

Each player turns over his cards and compares the scores. In this case Player 1 wins the highest battle and Player 2 wins the lowest battle. Losing cards are turned over and winning cards stay face up. If it's a draw, both cards are turned over.



STEP 3

Play continues until all the cards have been played. The winner is the one with the most cards face up at the end.

REMEMBER

Mid-range cards like Van Statten are good solid cards for this game.



DECK DOCTOR

Wondering what to do with some of your weaker cards? Just remember even the lowest-rated ones have benefits...

BONUS BOOSTERS!

PLATFORM ONE STAFF, RAFFALO AND STEWARD

Agility isn't too bad for this group of blue-skinned aliens, but your best bet is to combine one of these cards with a strong bonus card. Try playing the Skinsuit bonus card to force a draw or Platform One to boost their stats.



MR AND MRS PAKOO



The human-sized bird-creatures have a reasonable Fear Factor and their Agility isn't terrible either.

JACKIE TYLER



Jackie Tyler is just as weak in both universes, but don't be caught out by her Agility scores.

Hmm!! I
wonder if any
of these could
beat me?



DUKE OF MANHATTAN

It may be the weakest card on average, but the Duke can still beat several cards with scores under 1000.



ROBOT EYE AND SLITHEEN EGG



Neither can really fight back, but watch out for Fear Factor ratings and the Egg's Special Abilities!

TOP 5 SPECIAL ABILITIES CARDS!



BEST BONUS!

If you can get your hands on the ultra-rare TARDIS bonus cards your troubles are over – no matter how weak your card is!

CARD CLASH

WE PIT TWO OF THE COOLEST EXTERMINATOR

SLITHEEN

MONSTER PROFILE

HEIGHT 2.45m**LIFE FORM**
RAXACORICOFALLAPATORIAN**TECHNOLOGY** HIGH**PLANET**
RAXACORICOFALLAPATORIUS

WHO IS SHE? Blon Fel Fotch Pasameer-Day Slitheen disguised herself as MI5 member Margaret Blaine, when her whole family tried to destroy the Earth. Then she became mayor of Cardiff and tried to blow that up too.

WHAT'S SHE LIKE? Big, mean, green and farted a lot, she had a rather silly sense of humour. But under all the evil she was just lonely and craved a second chance.

WHAT'S SHE GOOD AT?

She had huge slashing claws, great strength, poisonous breath and the ability to fire poison darts, all of which made Blon a formidable foe.



SLITHEEN WINS ON
SPECIAL ABILITIES:
8700 vs 8000



THERE ARE
LOADS MORE
COOL SLITHEEN
CARDS TO
COLLECT!

TOTAL 1/5



DALEK

CARDS AGAINST EACH OTHER, FOR A FEARSOME FACE-OFF!

VS DALEK

EXTERMINATE!



DALEK PROFILE

HEIGHT 1.65m

LIFE FORM DALEK

TECHNOLOGY ADVANCED

PLANET SKARO

WHAT IS IT? One of an army of thousands, this hideous mutant creature lives inside powerful metal armour. The only emotion it feels is hate.

WHAT'S IT LIKE? The ultimate fighting machine, fuelled by a bitter hatred of humanity and anything good. Killing is its greatest passion and the Doctor is its ultimate enemy.

WHAT'S IT GOOD AT? Blasting, sucking, flying and generally exterminating anyone it comes across. Daleks are also incredibly intelligent and can make millions of calculations in just a few seconds.



DALEK WINS ON

INTELLIGENCE:

8500 vs 3800

AGILITY:

6700 vs 6200

STAMINA:

7200 vs 5600

FEAR FACTOR:

8500 vs 7300

TOTAL 4/5



USE THE
DALEK BUSTER
BONUS CARD TO
EXTERMINATE
ALL DALEKS!

WINS!

RELIVE THE DOCTOR'S ADVENTURES



FAQ EPISODE 3

THE UNQUIET DEAD

The Doctor and Rose travel back in time and encounter walking corpses.

Q Which episode is this?

In Victorian Cardiff Rose is kidnapped by an undertaker whose dead bodies won't stay still. Charles Dickens and the Doctor track her down and discover the bodies are being borrowed by the alien Gelth.

Q What does Sneed mean when he says they've got another one?

It looks like they've had a problem with corpses getting up and walking for a while.

Q What special powers does Gwyneth have?

She's psychic and can read minds.

Q How come the TARDIS got the place and date wrong?

The TARDIS makes mistakes sometimes. And of course, it's attracted to trouble!

Q What's this rift The Doctor was talking about?

Hidden underneath Cardiff is a huge tear in time and space, like a gap in the Earth's crust, which is full of energy.

Q What does Gwyneth mean about Rose's Dad waiting for her in heaven?

Rose's Dad died when she was a small baby.

Q Why do the Gelth turn red?

They're showing their true evil colours!

"Pity us! Pity the Gelth!"

CHARLES DICKENS!!!

Q Is Mr. Dickens meant to be that famous author bloke? Yes! Charles Dickens was a real writer who lived in the 19th century.

GELTH INVASION!

Race against a friend and see which one of you can save the world...

INSTRUCTIONS

1. Remove all the bonus cards then shuffle your deck.
2. Place your deck face down and put a counter on the start.
3. Draw the top card and use it to decide your route.
4. Discard your card.

Now it's your friend's turn.

START

In Victorian times you spot a ghost during Dickens' stage show. Look at your card number to see what happens next.

EVEN

ODD

OVER 5500

You team up with Charles Dickens and follow the hearse.

Look at your green INTELLIGENCE score.

5500 OR LESS

You realise you've been following the wrong vehicle. Miss a go while you retrace your steps.

You go back to the TARDIS just before the Gelth attack. Go back to the beginning and try again.

You arrive at Mr Sneed's house, but will he let you in? Is your green FEAR FACTOR over 5000?

OVER 5000

OVER 5000 YOU ESCAPE

You wake up in a room with dead bodies. Look at your red AGILITY score: over 4500 move on, under 4500 miss a go.

OVER 4500

Reunited with your companion you have to decide what to do next. Look at your green SPECIAL ABILITIES score to decide.

UNDER 4500

As others hold a seance you run away. If your red INTELLIGENCE rating is over 6000 you realise how to defeat the Gelth.

OVER 4500

The Gelth have taken over the world. Hop in the TARDIS and go back to the start to try again.

OVER 6000

Mr Sneed tries to shut the door in your face, but eventually you get through. All this takes time. Miss a go.

You hold a seance and decide to bridge the rift, but it all goes wrong. Look at your red INTELLIGENCE.

OVER 6500

YOU WIN!

Congratulations! You realised just in time that the Gelth couldn't survive if you turned the gas on. Well done, you saved the world again!





SUTHEEN QUIZ

How well do you
know your Slitheen?

10

Q1. What was the name of the disguised Slitheen who was mayor of Cardiff?

- a) David Blaine
- b) Margaret Blaine
- c) Tony Blair



Q2. What embarrassing bodily habit do disguised Slitheen suffer from?

- a) Yodelling
- b) Burping
- c) Farting



Q3. When the Slitheen crashed a spaceship into Big Ben what was the pilot?

- a) A pig
- b) A sheep
- c) A horse



Q4. What food can destroy a Slitheen?

- a) Vinegar
- b) Clotted cream
- c) Salt



Q5. What planet are the Slitheen from?

- a) Jupiter
- b) Mars
- c) Raxacoricofallapatorius



Q6. Which of the following weapons does a female Slitheen NOT have?

- a) Poison dart
- b) Heat vision
- c) Poison breath



DANGER! SLITHEEN!

5 WAYS TO FIGHT A SLITHEEN

1 Go somewhere with a good supply of pickled products full of vinegar you can use to dissolve the Slitheen's calcium bodies. Your local chip shop is ideal!

2 Thrust an electrical charge into the compression field control around their neck and watch them sizzle.

3 When fighting a female Slitheen keep some breath freshener handy to neutralise any pongs – and her poisonous breath.

4 Barricade yourself into a steel-lined room, but you'll have problems when you get out...

5 If all else fails hack into the Royal Navy website and launch a missile strike!

SKIN SUIT

The Slitheen disguise themselves as human beings, wearing suits made from their victims' skins. Because they are so big they have to use fat people.

COMPRESSION

This device around the neck uses alien slipstream compression technology to squash and squeeze the Slitheen's body so it can fit into a human skin.



eam
ogy
ze
y

CRASH!

The Slitheen crashed their ship into the Thames to create a diversion. The ship's alien pilot was really a pig they'd modified.

04

SUTH.

ARRRRR!

SLITHEEN DATA

PLANET

The Slitheen come from Raxacoricofallapatorius.

OCCUPATION

They're drug-runners and arms-dealers, and will do anything for money.

TOTAL NUMBER

There are believed to be over 550 family members.

EEEN

MEAN AND GREEN!

STRENGTH

The Slitheen are very strong and can easily lift a human clear off the ground with one arm.

FOUL FARTS

When they wear a body suit the compression unit produces loads of calcium-based gas. It has to go somewhere and gets released like a foul-smelling fart.

LIGHT FEET

The feet are compressed more than any other part of the body and can even fit into small human shoes.

EGGS

Raxacoricofallax laid an egg in a hatchery where other eggs are



HEIGHT

The average Slitheen is over eight feet tall (but rarely stands up straight).

GOOD NOSES

The Slitheen's sense of smell is so good that they can smell human hormones. This comes into play during the hunt.

CLAWS

The Slitheen's massive claws are easily capable of shredding a wooden door, though they're not up to sheets of metal.

RUN!

Slitheen are surprisingly fast and agile. Their long legs allow them to run at a good speed, and they tend to claw the air with their arms like giant apes.

Raxacoricofallapatorians hatch once the mother has moved to a place it's cared for with all the baby is born.

TOP 10 SLITHEEN FACTS

1 The Slitheen have all been sentenced to death on Raxacoricofallapatorius.

2 The Slitheen's ships use highly-advanced slipstream technology.

3 They know how to wire up a pig's brain to make it walk on two legs.

4 Some Slitheen have been convicted of chizzle-waxing.

5 The Fel Fotch Pasameer-Day branch of the Slitheen family once disguised themselves as members of the UK government.

6 They have teleportation technology.

7 Slitheen smell like bad breath.

8 They are telepathic – when one is hurt or dies, they all feel it.

9 If the Slitheen returned home they would be dissolved in a cauldron of boiling acid.

10 For this reason no Slitheen has ever gone back to Raxacoricofallapatorius.

SLITHEEN DECK

There are loads of cool Slitheen cards to collect. See if you can get them all!



DO NOT OPEN! 

TURN TO PAGE 23 FOR THE ANSWERS

THE MACROBE MENACE

The Doctor and Rose try to track down more of their old friends before they disappear...



LEAVE ROSE ALONE! WHAT ARE YOU... OH DEAR...

NOW THROUGH THE MINDLINKS, WE CAN INFECT LIVING BRAINS TOO!

WE ARE THE MACROBES. FOR CENTURIES WE HAVE INFECTED THE DIGITAL WORLD...

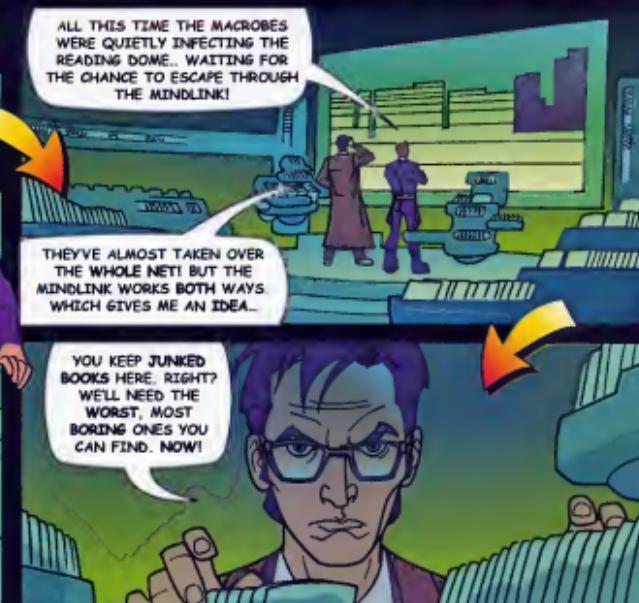
OH, NICE. AND WHAT ABOUT ANYONE WHO'S NOT USING THE MINDLINKS?

THEY WILL JOIN WITH US - OR DIE!

OR OPTION C, THEY WILL BE A RIGHT ROYAL PAIN AND STOP YOU!

WHEN THIS GIRL'S PUNY MIND LINKED TO THE COMPUTER NET, WE LEARNED OF YOU. WE SHALL INFECT YOUR TARDIS AND SPREAD THROUGH TIME AND SPACE!

NO, YOU MUST SURRENDER TO THE MACROBES... TIME LORD!





BEHIND THE SCENES

Get inside this metal monster!

DRIVING A DALEK

Inside a Dalek it's hot and dark but what could be more fun than controlling the Universe's ultimate killing machine!

So, you want to be a Dalek? Well, you're probably not going to get genetically-engineered by the Emperor Dalek, so your best bet is to get yourself down to the Doctor Who studios and chamber inside a real-life Dalek casing.

First they take the Dalek apart. The dome and the grill around the neck section come off, leaving the base. It's quite tall so you need a step ladder to get in. Sit down on the seat inside so your feet touch the ground. You'd better not mind

small, dark spaces because now they put the Dalek together again. You have to help here, strapping everything down from the inside to stop it wobbling around. The eyestalk and the flashing lights are remote-controlled, so you connect them to the plugs inside. Your job is to make the Dalek move and to control the sucker and the gun. Now you're all hooked up and ready for some exterminating!

Nick Briggs, voice of the Daleks!

DID YOU KNOW?

In the old days, the people inside the Daleks had to control the lights and the eyestalk.

HAVE YOU GOT THIS ONE IN A SMALLER SIZE??

HATS OFF TO THE DALEKS!

IN THE SHOW



Three Dalek operators and their 'rides'.

YIKES!
WHERE'S THE
HAND BRAKE?

You know the Daleks! The Doctor's greatest enemies, hideous mutants inside almost indestructible armour. They think they're the greatest race in the universe and plan to exterminate everyone else.

YOU WILL
OBEY!

TEST DRIVE!

DO NOT TOUCH THE DALEK IT IS NOT A TOY!

Moving a Dalek smoothly isn't that easy. It's on casters, a bit like a shopping trolley and you're inside, sitting on a seat with your feet on the ground. When you want to move you have to shuffle your feet as if you're trying to scoot around the place on an office chair. That's not too bad – though at 10 stone a Dalek's no lightweight – the real problem is seeing where you're going.

You look out through a tiny space in the front about the size of a letterbox, so you can't see anything to your left or your right. When you want to go through a door, you just have to aim for the middle and hope for the best. Get it wrong and you'll be banging into the walls, which frankly makes you look pretty stupid and not at all scary. Get it right, and you'll glide through like a deadly killing machine.

THE CYBER CONTROLLER'S

BRAIN CRISHERS

PUZZLES

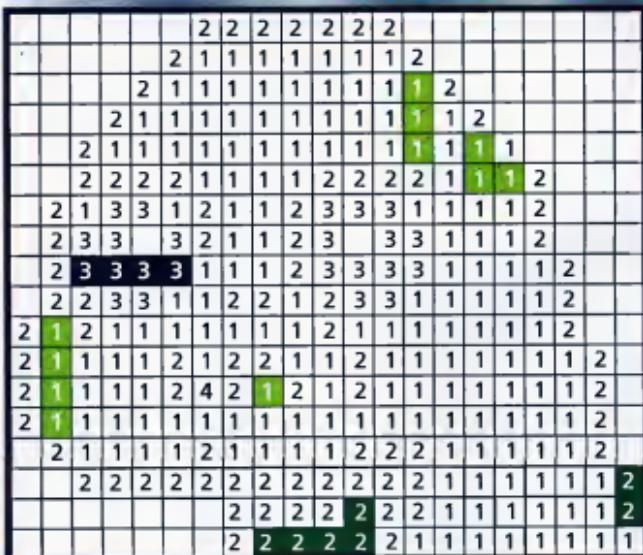
THESE PUZZLES ARE
FAR TOO TOUGH FOR
PUNY HUMAN BRAINS!

HOW DID
YOU DO? LOOK
AT PAGE 23 FOR
THE ANSWERS

EVIL UNCOVERED

Take 3 felt tip pens (black, light green and dark green) and fill in this grid to reveal one of the Doctor's enemies. The number in each square refers to the colour you need to use to fill it:

- 1 - light green
- 2 - dark green
- 3 - black



CATCH THE CARD...

Which path should you follow to get your hands on the super-rare scratch 'n' sniff Slitheen?

- A
- B
- C
- D





MONSTER MIX UP

Some of the Doctor's deadliest enemies have got a bit muddled up. Can you put the right ending to each name so they make sense?

1. CYBER-WOLF
2. SLITHE-RAX
3. KRILLI-EN
4. SYCO-LOFF
5. WERE-TANE
6. ABZORBA-MAN

COSMIC CONUNDRUM

Take a close look at the diagram below. Can you draw four lines that link the matching shapes? The lines don't have to be straight but they can't cut through any other line or shape, or go outside the rectangle.



COMING IN
ISSUE 5...



PUZZLE ANSWERS

MONSTER MIX UP

CATCH THE CARD...

1. Cyber Wolf 2. Slitheen 3. Krillen

4. Cyberman 5. Wibbly Wobbly Timey Wimey

6. Cyber Rax 7. Cyber Wolf

8. Cyber Wolf

9. Cyber Wolf

10. Cyber Wolf

11. Cyber Wolf

12. Cyber Wolf

13. Cyber Wolf

14. Cyber Wolf

15. Cyber Wolf

16. Cyber Wolf

17. Cyber Wolf

18. Cyber Wolf

19. Cyber Wolf

20. Cyber Wolf

21. Cyber Wolf

22. Cyber Wolf

23. Cyber Wolf

24. Cyber Wolf

25. Cyber Wolf

26. Cyber Wolf

27. Cyber Wolf

28. Cyber Wolf

29. Cyber Wolf

30. Cyber Wolf

31. Cyber Wolf

32. Cyber Wolf

33. Cyber Wolf

34. Cyber Wolf

35. Cyber Wolf

36. Cyber Wolf

37. Cyber Wolf

38. Cyber Wolf

39. Cyber Wolf

40. Cyber Wolf

41. Cyber Wolf

42. Cyber Wolf

43. Cyber Wolf

44. Cyber Wolf

45. Cyber Wolf

46. Cyber Wolf

47. Cyber Wolf

48. Cyber Wolf

49. Cyber Wolf

50. Cyber Wolf

51. Cyber Wolf

52. Cyber Wolf

53. Cyber Wolf

54. Cyber Wolf

55. Cyber Wolf

56. Cyber Wolf

57. Cyber Wolf

58. Cyber Wolf

59. Cyber Wolf

60. Cyber Wolf

61. Cyber Wolf

62. Cyber Wolf

63. Cyber Wolf

64. Cyber Wolf

65. Cyber Wolf

66. Cyber Wolf

67. Cyber Wolf

68. Cyber Wolf

69. Cyber Wolf

70. Cyber Wolf

71. Cyber Wolf

72. Cyber Wolf

73. Cyber Wolf

74. Cyber Wolf

75. Cyber Wolf

76. Cyber Wolf

77. Cyber Wolf

78. Cyber Wolf

79. Cyber Wolf

80. Cyber Wolf

81. Cyber Wolf

82. Cyber Wolf

83. Cyber Wolf

84. Cyber Wolf

85. Cyber Wolf

86. Cyber Wolf

87. Cyber Wolf

88. Cyber Wolf

89. Cyber Wolf

90. Cyber Wolf

91. Cyber Wolf

92. Cyber Wolf

93. Cyber Wolf

94. Cyber Wolf

95. Cyber Wolf

96. Cyber Wolf

97. Cyber Wolf

98. Cyber Wolf

99. Cyber Wolf

100. Cyber Wolf

101. Cyber Wolf

102. Cyber Wolf

103. Cyber Wolf

104. Cyber Wolf

105. Cyber Wolf

106. Cyber Wolf

107. Cyber Wolf

108. Cyber Wolf

109. Cyber Wolf

110. Cyber Wolf

111. Cyber Wolf

112. Cyber Wolf

113. Cyber Wolf

114. Cyber Wolf

115. Cyber Wolf

116. Cyber Wolf

117. Cyber Wolf

118. Cyber Wolf

119. Cyber Wolf

120. Cyber Wolf

121. Cyber Wolf

122. Cyber Wolf

123. Cyber Wolf

124. Cyber Wolf

125. Cyber Wolf

126. Cyber Wolf

127. Cyber Wolf

128. Cyber Wolf

129. Cyber Wolf

130. Cyber Wolf

131. Cyber Wolf

132. Cyber Wolf

133. Cyber Wolf

134. Cyber Wolf

135. Cyber Wolf

136. Cyber Wolf

137. Cyber Wolf

138. Cyber Wolf

139. Cyber Wolf

140. Cyber Wolf

141. Cyber Wolf

142. Cyber Wolf

143. Cyber Wolf

144. Cyber Wolf

145. Cyber Wolf

146. Cyber Wolf

147. Cyber Wolf

148. Cyber Wolf

149. Cyber Wolf

150. Cyber Wolf

151. Cyber Wolf

152. Cyber Wolf

153. Cyber Wolf

154. Cyber Wolf

155. Cyber Wolf

156. Cyber Wolf

157. Cyber Wolf

158. Cyber Wolf

159. Cyber Wolf

160. Cyber Wolf

161. Cyber Wolf

162. Cyber Wolf

163. Cyber Wolf

164. Cyber Wolf

165. Cyber Wolf

166. Cyber Wolf

167. Cyber Wolf

168. Cyber Wolf

169. Cyber Wolf

170. Cyber Wolf

171. Cyber Wolf

172. Cyber Wolf

173. Cyber Wolf

174. Cyber Wolf

175. Cyber Wolf

176. Cyber Wolf

177. Cyber Wolf

178. Cyber Wolf

179. Cyber Wolf

180. Cyber Wolf

181. Cyber Wolf

182. Cyber Wolf

183. Cyber Wolf

184. Cyber Wolf

185. Cyber Wolf

186. Cyber Wolf

187. Cyber Wolf

188. Cyber Wolf

189. Cyber Wolf

190. Cyber Wolf

191. Cyber Wolf

192. Cyber Wolf

193. Cyber Wolf

194. Cyber Wolf

195. Cyber Wolf

196. Cyber Wolf

197. Cyber Wolf

198. Cyber Wolf

199. Cyber Wolf

200. Cyber Wolf

201. Cyber Wolf

202. Cyber Wolf

203. Cyber Wolf

204. Cyber Wolf

205. Cyber Wolf

206. Cyber Wolf

207. Cyber Wolf

208. Cyber Wolf

209. Cyber Wolf

210. Cyber Wolf

211. Cyber Wolf

212. Cyber Wolf

213. Cyber Wolf

214. Cyber Wolf

215. Cyber Wolf

216. Cyber Wolf

217. Cyber Wolf

218. Cyber Wolf

219. Cyber Wolf

220. Cyber Wolf

221. Cyber Wolf

222. Cyber Wolf

223. Cyber Wolf

224. Cyber Wolf

225. Cyber Wolf

226. Cyber Wolf

227. Cyber Wolf

228. Cyber Wolf

229. Cyber Wolf

230. Cyber Wolf

231. Cyber Wolf

232. Cyber Wolf

233. Cyber Wolf

234. Cyber Wolf

235. Cyber Wolf

236. Cyber Wolf

237. Cyber Wolf

238. Cyber Wolf

239. Cyber Wolf

240. Cyber Wolf

241. Cyber Wolf

242. Cyber Wolf

243. Cyber Wolf

244. Cyber Wolf

245. Cyber Wolf

246. Cyber Wolf

247. Cyber Wolf

248. Cyber Wolf

249. Cyber Wolf

250. Cyber Wolf

251. Cyber Wolf

252. Cyber Wolf

253. Cyber Wolf

254. Cyber Wolf

255. Cyber Wolf

256. Cyber Wolf

257. Cyber Wolf

258. Cyber Wolf

259. Cyber Wolf

260. Cyber Wolf

261. Cyber Wolf

262. Cyber Wolf

263. Cyber Wolf

264. Cyber Wolf

265. Cyber Wolf

266. Cyber Wolf

267. Cyber Wolf

268. Cyber Wolf

269. Cyber Wolf

270. Cyber Wolf

271. Cyber Wolf

272. Cyber Wolf

273. Cyber Wolf

274. Cyber Wolf

275. Cyber Wolf

276. Cyber Wolf

277. Cyber Wolf

278. Cyber Wolf

279. Cyber Wolf

280. Cyber Wolf

281. Cyber Wolf

282. Cyber Wolf

283. Cyber Wolf

284. Cyber Wolf

285. Cyber Wolf

286. Cyber Wolf

287. Cyber Wolf

288. Cyber Wolf

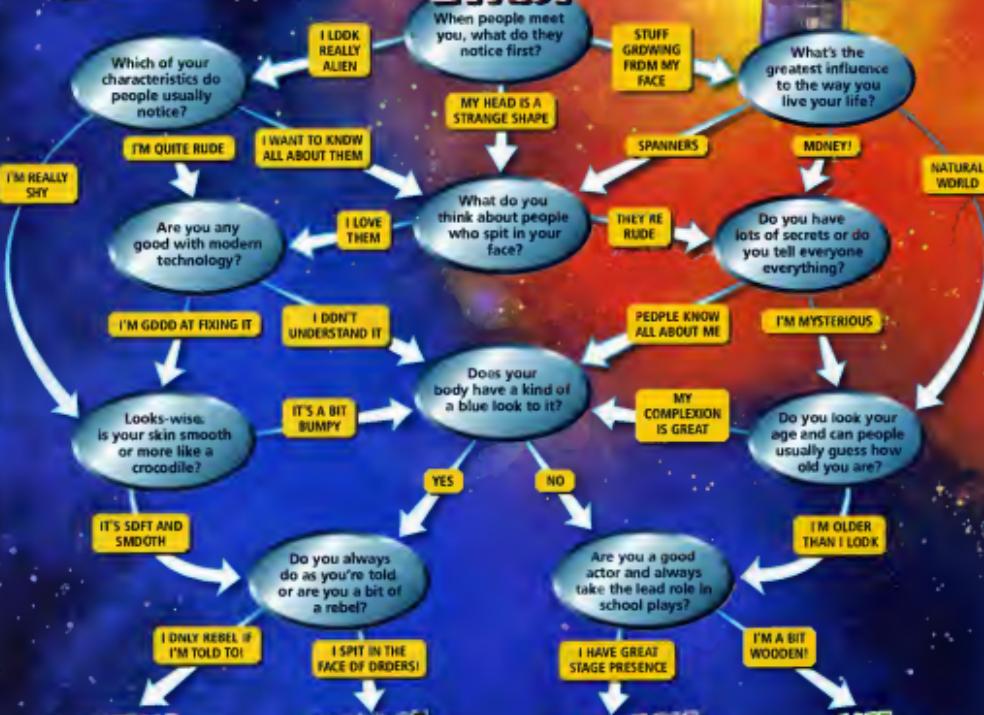
289. Cyber Wolf

</

ALIEN LIFE FORMS

Not all aliens are little green men. Answer these questions to find out who you are...

START



RAFFALO

Friendly, brite and a bit of a pushover, try to be strong and stand up to authority or you'll always be ignored.



MONKEY OF BALLOON

You may think spitting is great fun, but not everyone sees it that way!



FACE OF BOB

You are more than just a big face that lives in a jar, but few realise that.



JACE

Attractive in a rather leafy way, you are a good person, if a little nosy!





The MP for Fydale North became one of history's greatest Prime Ministers after the Sithene wiped out the government.

EXTERMINATOR



This schoolboy helped the Doctor escape the Krillitans when he set off the fire alarm, deafening the bat-like creatures.

EXTERMINATOR



When Redpath went to see his Granny in a funeral parlour he didn't expect her to move, or to turn him into a Gethth zombie!

EXTERMINATOR



Searching for a physical body on Earth, The Wire feasted on the electrical activity in television viewers' brains.

EXTERMINATOR



The Slitheen family infiltrated 10 Downing Street dressed in human skinsuits but found it hard to stop farting!

EXTERMINATOR



A university scholar who was one of Cassandra's intended victims at the party for the End of the World on Platform One.

EXTERMINATOR



Controlled by his earpad, Gareth helped override the Torchwood system to start the invasion of the Cybermen.

EXTERMINATOR



Use this card to reduce your opponent's FEAR FACTOR by 1500.

The Clockwork Robots wanted to take Rose's head off with their deadly, razor-sharp weapons.

EXTERMINATOR



The Doctor used to look like this and spoke with a northern accent when Rose Tyler first joined him on his travels.

EXTERMINATOR



POLE
POLICE
BOX

DOCTOR WHO BATTLES IN TIME

www.battlesintime.com

© BBC 2000





And I would have gotten away with it if it wasn't for these Meddling Scamars

A Delaney 2k6-DCCP Scam